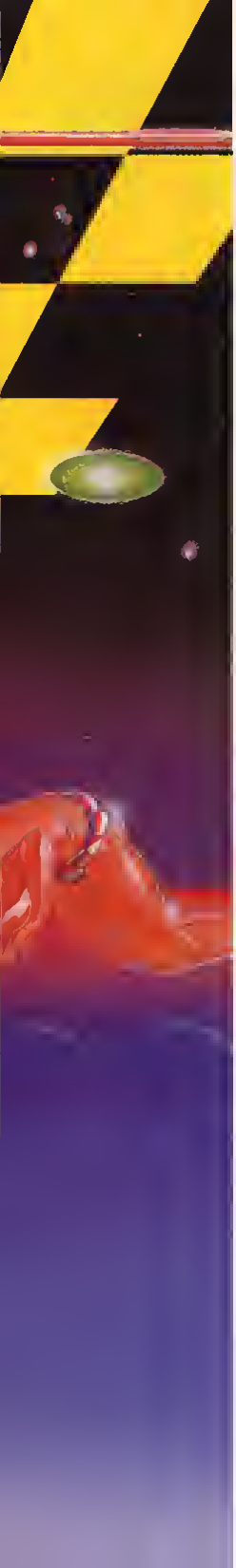
WHERE TRACK & FIELD® LEFT OFF...



Konami/centuri™

HYPER SPORTS™

HYPER SPORTS VIDEO GAMES

Konami/Centun's Track and Field® broke ground for a new dimension in video sports entertainment.

Konami/Centun's HyperSports™ takes that concept one step further.

Unlike many sequels, we have greatly improved all aspects of the onginal game theme. Player participation is enhanced while the seven new and distinct events offer greater diversity for broader-based player appeal.

The times demand such a game. Konami/Centun's HyperSports™ is a game for our times.

REMARKABLE!

The challenge to deliver a follow-up to Track and Field with a fresh, new approach was just that, but the result, HyperSports, will speak for itself.

There are some similarities HyperSports, like its predecessor, is a color raster scan game that allows an individual to play by himself, as well as 2, 3 or 4 people to play simultaneously.

It also features:

- Voice synthesis announcing starts, fouls and qualifying times.
- High score initial registration of up to 200 names
- Speed, time and angle displays.

In addition, like Track and Field, the player must qualify in order to proceed to the next event.

The position of the control panel buttons is also the same, but features two "Go" buttons to accelerate, shoot or lift, and one "Up" button to jump or shoot.

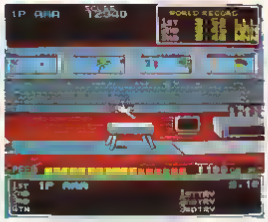
THE EVENTS

Swimming

100M Freestyle. Speed is important. But, you must breathe. If not, you'll take on water and slow down.

Skeet Shooting

Either "Go" button controls this event. Stay in the squares. Timing and accuracy are important.



Long Horse

Build up speed. Use the "Up" button to jump from ramp and vault from horse. If you somersault in the air and land on your feet, you may qualify.

Archery

Both the degree of angle and wind direction are critical in this event. Push the "Go" button to stop the wind reel; press the "Up" button to shoot and hold to control the angle.

Triple Jump

This event also requires you to build up speed, and the angle at which you jump is critical for the hop, step and jump.

Weight Lifting

There are eight classes, from fly-weight (150 kg.) to super heavy-weight (280 kg.). Select your weight division. Keep tapping the "Go" button to lift the weight. Press the "Up" button at the proper position to jerk and clean the weight.

Pole Vault

The easiest-looking event, yet, possibly the hardest. It takes a truly conditioned athlete to perform well.

Also available in Cocktail Table Model.

Comes complete with 19" monitor and a detachable elevation base.

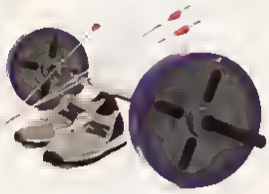
Dimensions

Upright

Height	73"	185.4 cm.
Width	28"	71.1 cm.
Length	32"	81.3 cm.
Weight	330 lbs.	149.7 kg.

Cocktail Table

Height	39½"	100. cm.
or	30"	76. cm.
Width	25¾"	65.4 cm.
Length	40"	101.6 cm.
Weight	250 lbs.	111.5 kg.



Konami/centuri.

HYPER SPORTS

Copyright 1984,
Konami Industry Co., Ltd.
All rights reserved.

CENTURI, INC.
245 West 74th Place
Hialeah, Florida 33014
Phone: 305-558-5200
Telex: 803694 ANSB Centun
Cable: CENTURI

centuri™

We're Inventing What The Future Will Bring

WARNING

The HyperSports video game in the upright and cocktail table models is manufactured under license from Konami Industry Company Ltd., and sold in the United States, Canada, Central and South America, exclusively by Centun, Inc.

Willful copyright infringement is a Federal Crime. Centun, Inc. fully intends to take all legal action necessary to protect its proprietary rights against all parties manufacturing and selling HyperSports games, or games which imitate the HyperSports game, and which infringe upon Centun's said proprietary rights.